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FUNHOUSE Operator's Handbook

Including----

Main Menu Chart

Playfield Parts and Locations

Solenoid Table and Locations

Lamp Matrix and Locations

Switch Matrix and Location

**Williams Electronics Games, Inc.
3401 N. California Ave.
Chicago, IL 60618**

Main Menu

<div> <div>Escape</div> <div>Enter</div> </div>		
A. Adjustments Menu		
	A.1 Standard Adjustments	<div> <div>Up</div> <div>Increases sequence; (ex. A.1, A.2, A.3, A.4).</div> <div>Down</div> <div>Decreases sequence; (ex. A.4, A.3, A.2, A.1).</div> </div>
	A.2 Feature Adjustments	
	A.3 Pricing Adjustments	
	A.4 H.S.T.D. Adjustments	
	A.5 Printer Adjustments	
B. Bookkeeping Menu		
	B.1 Main Audits	<div> <div>Use Up or Down to cycle through the selections in a menu.</div> <div>Use Escape and Enter to move into and out of the selected menu.</div> </div>
	B.2 Earnings Audits	
	B.3 Standard Audits	
	B.4 Feature Audits	
	B.5 Histograms	
	B.6 Time Stamps	
P. Printouts Menu		
	P.1 Earnings Data	
	P.2 Main Audits	
	P.3 Standard Audits	
	P.4 Feature Audits	
	P.5 Score Histograms	
	P.6 Game Time Histograms	
	P.7 Time Stamps	
	P.8 All Data	
T. Test Menu		
	T.1 Switch Edges	
	T.2 Switch Levels	
	T.3 Single Switches	
	T.4 Solenoid Test	
	T.5 Flasher Test	
	T.6 General Illumination	
	T.7 Sound and Music Test	
	T.8 Single Lamps	
	T.9 All Lamps	
	T.10 Lamp & Flasher Test	
	T.11 Display Test	
	T.12 Rudy Test	
	T.13 Trap Door Test	
U. Utilities Menu		
	U.1 Clear Audits	
	U.2 Clear Coins	
	U.3 Reset H.S.T.D.	
	U.4 Set Time & Date	
	U.5 Custom Message	
	U.6 Set Game I.D.	
	U.7 Factory Adjustments	
	U.8 Factory Resets	
	U.9 Presets	
	U.10 Clear Credits	
	U.11 Auto Burn-In	

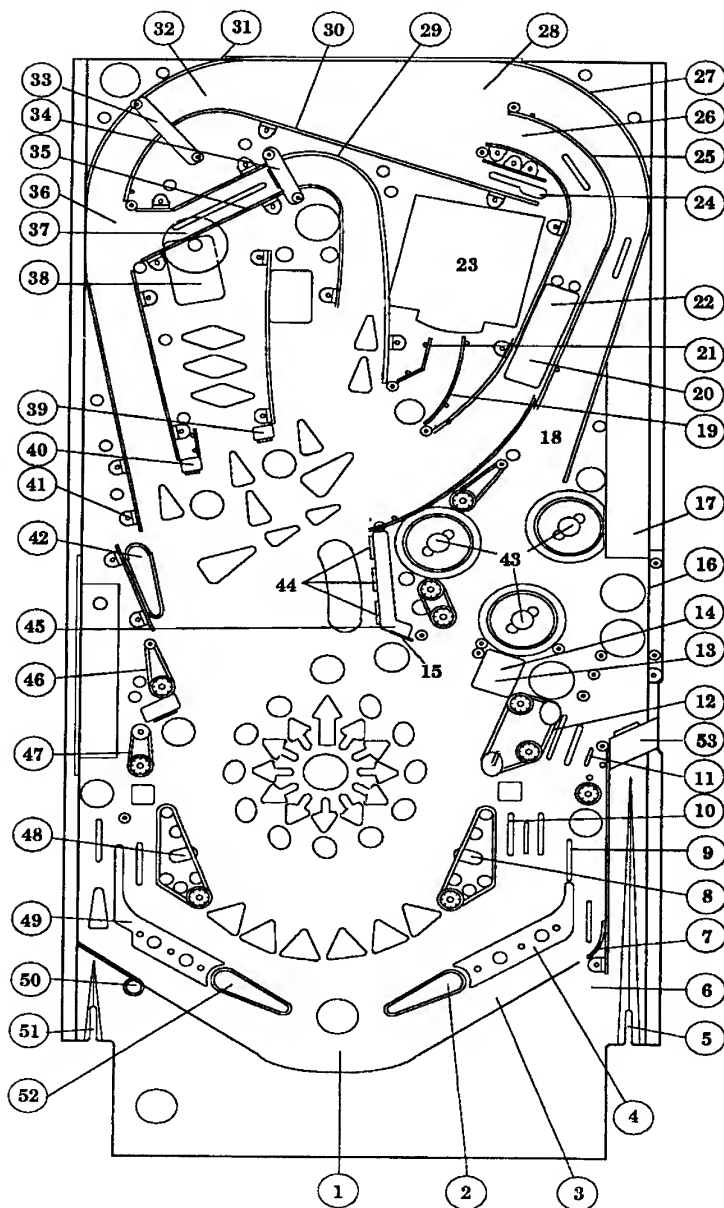
Playfield Parts

No.	Part No.	Description	No.	Part No.	Description
1	A-8039-3	Outhole Kicker	51	A-11691-1	Shooter Lane Switch
2	C-13174-R	Flipper Assembly	52	C-13174-L	Flipper Assembly
3	B-8925	Switch Plate	53	A-14196	Shooter Lane Gate
4	A-14078	Flipper Ball Guide			
5	A-11619	Shooter Lane Switch			
6	B-9362-R-3	Coil & Bracket Assy			
7	A-14081	Ball Guide			
8	B-11203-R-1	Kicker (sling) Assy			
9	12-6466-7	Wireform			
10	12-6406-5	Wireform			
11	12-6466-2	Wireform			
12	23-6304	Rubber Ring			
13	A-13993	Loop Assembly			
14	A-14107	Kicker			
15	A-12001-1	Blue Stand-up Tgt			
16	23-6305	Rubber Ring			
17	A-14156	Shooter Ramp			
18	A-14163	Diverter Ball Guide			
	A-14147	Diverter Assembly			
19	A-14232	Photo Transistor			
20	A-13962	Trap Door Hinge			
	A-13961	Trap Door Lift Mech			
21	A-14231	LED Assembly			
22	03-8502	Trap Door Floor			
23	A-13718	Rudy Assembly			
24	A-14143	Metal Kickbig			
	B-11203-L	Coil & Bracket Assy			
25	A-14035	Ball Guide			
26	A-13894	Lower Ramp Assy			
27	A-14036	Ball Guide			
28	C-13963	H/Driver Assy			
29	A-14067	Ball Guide			
30	A-14070	Ball Guide			
31	A-14080	Ball Guide			
32	A-13901	Opto PCB			
33	A-13376	Ball Gate Assy			
34	A-12120	Ball Gate Assy			
35	A-14068	Ball Guide			
36	A-13895	Upper Ramp Assy			
37	A-14151	Disc Assembly			
38	A-14254	Ball Dispenser			
39	B-12583-1	Oblong Stand-up Tgt			
40	B-12583-1	Oblong Stand-up Tgt			
41	A-14065	Ball Guide			
42	C-13174-1	Flipper Assembly			
43	B-9415-2	Jet Bumpers			
44	B-12001-4	Red Stand-up Tgt			
45	A-14169	Right Sign Assy			
46	23-6301	Rubber Ring			
47	23-6302	Rubber Ring			
48	B-112-3-L-1	Kicker (sling) Assy			
49	A-14079	Flipper Ball Guide			
50	A-9572	Post & Gate Assy			

Parts Under Bottom Arch

A-8645	Wireform & Bracket
A-10417	Microswitch Assembly
A-11680	Sub-mini Switch Assmby
B-8623	Guide & Baffle Assembly
C-8235	Ball Runway Assembly
C-9638	Ball Shooter Lane Feeder
01-3569-1	Ball Return Runway
10-128	Kicker Spring
12-6542	Wireform

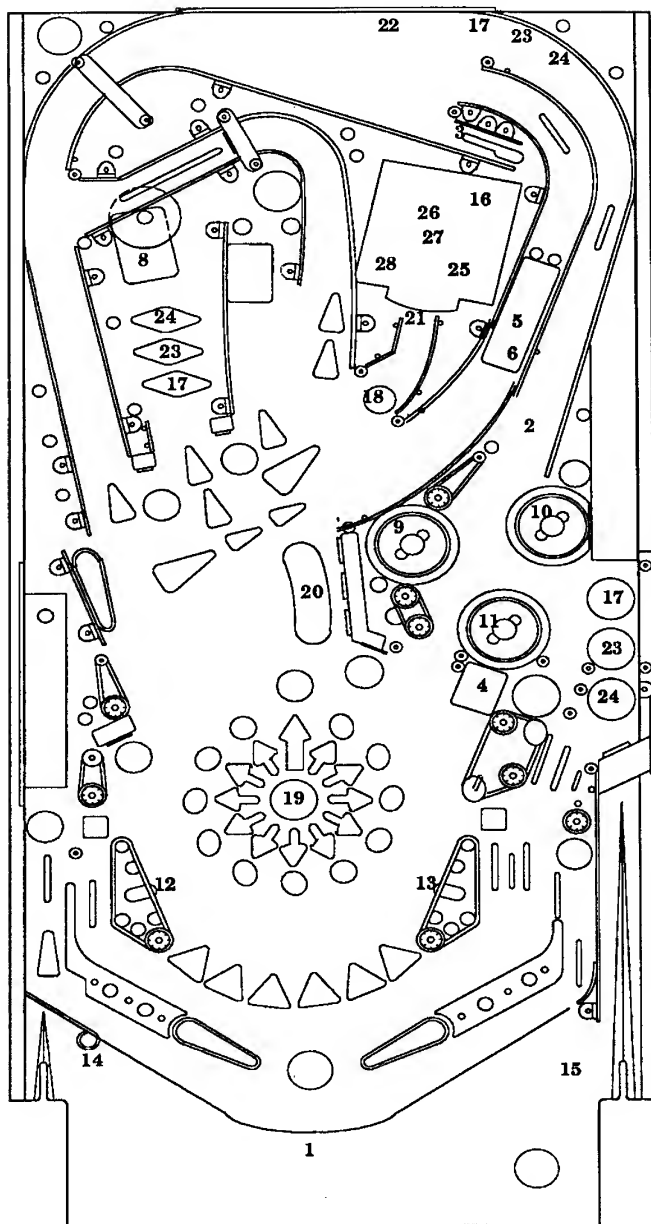
Playfield Parts Locations



FUNHOUSE Solenoid Table

Sol. No.	Function	Solenoid Type	Wire Color	Connector	Driver Trnstr	Solenoid Part Number Flashlamp Type
01	Outhole	High Power	Vio-Brn	J130-1	Q82	AE-26-1200
02	Ramp Diverter	High Power	Vio-Red	J130-2	Q80	AE-26-1200
03	Kickbig	High Power	Vio-Orn	J130-4	Q78	AE-26-1500
04	Tunnel Kickbig	High Power	Vio-Yel	J130-5	Q76	AE-26-1200
05	Trap Door Open	High Power	Vio-Grn	J130-6	Q64	AE-26-1500
06	Trap Closed	High Power	Vio-Blu	J130-7	Q66	SM1-26-600
07	Knocker	High Power	Vio-Blk	J130-8	Q68	AE-23-800
08	Multi-ball Release	High Power	Vio-Gry	J130-9	Q70	A-14189
09	Upper Left Jet Bumper	Low Power	Brn-Blk	J127-1	Q58	AE-26-1200
10	Upper Right Jet Bumper	Low Power	Brn-Red	J127-3	Q56	AE-26-1200
11	Lower Jet Bumper	Low Power	Brn-Orn	J127-4	Q54	AE-23-1200
12	Left (sling) Kicker	Low Power	Brn-Yel	J127-5	Q52	AE-26-1500
13	Right (sling) Kicker	Low Power	Brn-Grn	J127-6	Q50	AE-26-1500
14	Steps Gate	Low Power	Brn-Blu	J127-7	Q48	SZ-34-3500
15	Trough	Low Power	Brn-Vio	J127-8	Q46	AE-26-1200
16	Dummy Eject Hole	Low Power	Brn-Gry	J127-9	Q44	AE-26-1500
17	3 Blue Flashers	Flasher	Blk-Brn	J126-1	Q42	#906
18	Dummy Flasher	Flasher	Blk-Red	J126-2	Q40	#906
19	2 Clock Flashers	Flasher	Blk-Orn	J126-3	Q38	#906
20	2 Superdogs	Flasher	Blk-Yel	J126-5	Q36	#906
21	Mouth Motor	Special	Blu-Grn	J126-6	Q28	A-13997
22	Up/Down Driver	Special	Blu-Blk	J126-7	Q30	C-13963
23	3 Red Flashers	Special	Blu-Vio	J126-8	Q34	#906
24	3 Clear Flashers	Special	Blu-Gry	J126-9	Q32	#906
25	Eyes Right	Special	Blu-Brn	J122-1	Q26	SM-30-1100
26	Eyelids Open	Special	Blu-Red	J122-3	Q24	SM-30-1100
27	Eyelids Closed	Special	Blu-Orn	J122-4	Q22	SM-30-1100
28	Eyes Left	Special	Blu-Yel	J122-5	Q20	SM-30-1100
01	General Illumination					
02	Upper Backglass	G.I.	Wht-Brn	J120-7	Q18	#555
03	Front Playfield	G.I.	Wht-Vio	J119-1	Q10	#555
04	Rear Playfield	G.I.	Wht-Yel	J121-9	Q14	#555
05	Center Backglass/ Rt Rear Pfd Top Playfield	G.I.	Wht-Orn	J120-8	Q16	#555
			Wht-Grn	J120-10	Q12	#555
	Lower Right Flipper		Blu-Yel	J109-7		FL-11630
	Lower Left Flipper		Gry-Yel	J109-5		FL-11630
	Upper Left Flipper		Gry-Yel	J109-5		FL-11753

Solenoid Locations



FUNHOUSE Lamp Matrix

Yellow (B+) → Red

Column Row	1 Yellow- Brown	2 Yellow- Red	3 Yellow- Orange	4 Yellow- Black	5 Yellow- Green	6 Yellow- Blue	7 Yellow- Violet	8 Yellow- Gray
1 Red- Brown	(1) Gangway 75,000 (Left)	(9) Clock 45 Minutes	(17) Clock 40 Minutes	(25) Clock 9 o'clock	(33) Lower Left Jet Bumper	(41) Left & Inside Rt Flipper Lanes (x 2)	(49) Magic Mirror Lights Extra Ball	(57) Million Plus
2 Red- Black	(2) Gangway 100,000	(10) Clock 35 8 o'clock	(18) Clock 35 Minutes	(26) Clock 7 o'clock	(34) Upper Left Jet Bumper	(42) S-T-E-P "S"	(50) Upper Right Jet Bumper	(58) Special Outdances (x 2)
3 Red- Orange	(3) Gangway 150,000	(11) Clock 30 6 o'clock	(19) Clock 30 Minutes	(27) Clock 5 o'clock	(35) Superdog Lamp (x 2)	(43) Trap Door Bonus	(51) S-T-E-P "P"	(59) Trap Door Frenzy
4 Red- Yellow	(4) Gangway 200,000	(12) Clock 25 Minutes	(20) Clock 20 Minutes	(28) Clock 4 o'clock	(36) Steps Lights Frenzy	(44) Ramp Scores 250,000	(52) Magic Mirror Lights Million	(60) Ramp "Steps" Lamp
5 Red- Green	(5) Gangway 250,000	(13) Clock 15 Minutes	(21) Clock 3 o'clock	(29) Clock 2 o'clock	(37) Steps Lights Ball	(45) S-T-E-P "T"	(53) Magic Mirror Lights Jet Bumpers	(61) Magic Mirror Arrow
6 Red- Blue	(6) Gangway Lights Extra Ball	(14) Clock 10 Minutes	(22) Clock 1 o'clock	(30) Clock 5 Minutes	(38) Steps 500,000	(46) Upper Left Gangway Lane	(54) Magic Mirror Lights Superdog	(62) S-T-E-P "E"
7 Red- Violet	(7) Shoot Again	(15) Clock 12 Minutes	(23) Clock 11 o'clock	(31) Clock 55 Minutes	(39) Ramp Overhead Lamp	(47) Extra Ball Lamp	(55) Magic Mirror Opens Gate	(63) Million
8 Red- Gray	(8) Steps Open (Gate)	(16) Clock 0 Minutes	(24) Clock 50 Minutes	(32) Clock 10 o'clock	(40) Right Gangway Overhead Lamp	(48) Lock	(56) Magic Mirror Lights Quick Multi-ball	(64) Start Button (Cabinet)

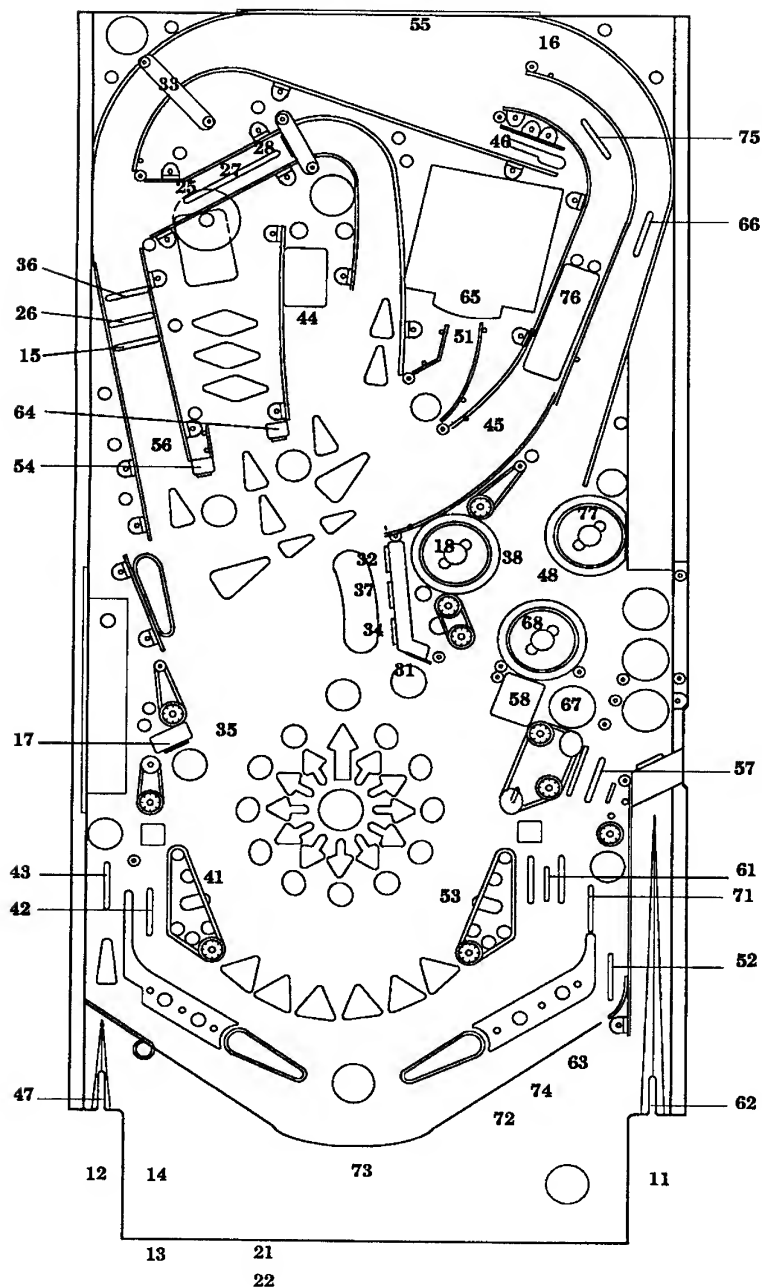
This diagram illustrates a highly intricate mechanical assembly, possibly a watch movement or a similar precision instrument. The components are meticulously numbered from 1 to 88, indicating their specific roles within the mechanism. The assembly features a variety of parts including gears, levers, springs, and structural frames. Key elements include a large central gear (28) surrounded by other gears (25, 26, 35, 36, 37, 46, 47, 48), a series of levers and pivots at the top left (71-78), and a complex arrangement of gears and springs at the bottom (11-17, 21-45). The overall design is symmetrical and highly detailed, showcasing the precision engineering of such devices.

FUNHOUSE Switch Matrix

White ——— Green

Dedicated Grounded Switches	Column	1 Green-Brown	2 Green-Red	3 Green-Orange	4 Green-Yellow	5 Green-Black	6 Green-Blue	7 Green-Violet	8 Green-Gray
Row									
Orange-Brown (1) Left Coin Chute	D1	Right Flipper (9)	Slam Tilt (17)	S-T-E-P "P" (Lower Right) (25)	Left Slingshot (Kicker) (33)	Dummy Jaw (Opto) (41)	Rt Inside Flipper Return Lane (48)	Rt Outside Flipper Return Lane (57)	(85)
Orange-Red (2) Center Coin Chute	D2	Left Flipper (10)	Front Door (16)	Top Superdog Standup Target (28)	Left Flipper Return Lane (34)	Right Outlane (42)	Right Ball-shooter (50)	Left Trough (56)	(86)
Orange-Black (3) Right Coin Chute	D3	Start Button (11)	Not Used (19)	Upper Left Gangway Rollunder (27)	Left Outlane (36)	Right Slingshot (Kicker) (43)	Right Trough (61)	Outhole (59)	(87)
Orange-Yellow (4) 4th Coin Chute	D4	Plumb Bob Tilt (12)	Test Position, Always Closed (20)	Bottom Superdog Standup Target (29)	Wind Tunnel Hole (34)	S-T-E-P "T" (Upper Left) (44)	S-T-E-P "E" (Upper Center) (54)	Center Trough (60)	(88)
Orange-Green (5) Normal Test Function Service Escape Credits	D5	Steps Lights Frezzy (13)	Lock Mech Right (21)	Steps Track Lower (29)	Trap Door (37)	Steps Superdog (Opto) (46)	Dummy Eject Hole (53)	Upper Right Loop Switch (61)	(89)
Orange-Blue (6) Normal Test Function Volume Down	D6	Upper Ramp Switch (14)	Steps Lights Extra Ball (22)	Steps 500,000 (30)	Rudys Hideout Kickbig (38)	Ramp Entrance (46)	Upper Right Gangway Lane (54)	Trap Door Closed (62)	(90)
Orange-Violet (7) Normal Test Function Volume Up	D7	S-T-E-P "S" (Lower Left) (15)	Lock Mech Center (23)	Center Superdog Standup Target (31)	Left Ball-shooter (39)	Jet Bumper Lane (47)	Lower Right Drop Hole (56)	Upper Right Jet Bumper (63)	(91)
Orange-Gray (8) Normal Test Function Begin Enter Test	D8	Upper Left Jet Bumper (16)	Lock Mech Left (24)	Steps Track Upper (32)	Ramp Exit Track (40)	Tunnel Kickout (48)	Lower Jet Bumper (56)	Upper Right Jet Bumper (64)	(92)
	D9								(93)

Switch Locations



WARNINGS & NOTICES

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TO MAINTAIN THESE LEVELS, reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.

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WARNING:

Transport this game **ONLY**
with hinged backbox **DOWN!**